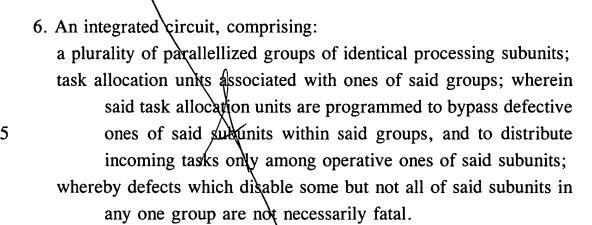
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## CLAIMS

What is claimed is:

- 1. A graphics processor, comprising: a plurality of parallellized graphics computational units; and one or more task allocation units programmed to bypass defective ones of said subunits within said groups, and to distribute incoming tasks only among operative ones of said subunits.
- 2. The graphics processor\of Claim 1, wherein said parallellized graphics computational units include multiple vertex processors.
- 3. The graphics processor of Claim 1, wherein said parallellized graphics computational units include multiple vertex processors.
- 4. The graphics processor of Claim 1, wherein said parallellized graphics computational units include multiple texturing pipelines.
- 5. The graphics processor of Claim 1, wherein said parallellized graphics computational units include memory controllers.

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7. A method of 3D graphics rendering which comprises: using a task allocation unit and parallellized graphics computational units with relations as recited in Claim 1.